



Object-Oriented Analysis and Design Using UML: An Introduction to Unified Process and Design Patterns, MAHESH P. MATHA, PHI Learning Pvt. Ltd., 2008, 8120333225, 9788120333222, 364 pages. A modern computer program, such as the one that controls a rocket's journey to moon, is like a medieval cathedral—vast, complex, layered with circuits and mazes. To write such a program, which probably runs into a hundred thousand lines or more, knowledge of an object-oriented language like Java or C++ is not enough. Unified Modelling Language (UML), elaborated in detail in this book, is a methodology that assists in the design of software systems. The first task in the making of a software product is to gather requirements from the client. This well-organized and clearly presented text develops a formal method to write down these requirements as Use Cases in UML. Besides, it also develops the concepts of static and dynamic modelling and the Unified Process that suggests incremental and iterative development of software, taking client feedback at every step. The concept of Design Patterns which provide solutions to problems that occur repeatedly during software development is discussed in detail in the concluding chapters. Two appendices provide solutions to two real-life problems. Case Studies, mapping of examples into Java code that are executable on computers, summary and Review Questions at the end of every chapter make the book reader friendly. The book will prove extremely useful to undergraduate and postgraduate students of Computer Science and Engineering, Information Technology, and Master of Computer Applications (MCA). It will also benefit professionals who wish to sharpen their programming skills using UML..

DOWNLOAD <http://bit.ly/lj3Srt>

Enginyeria del software. Disseny I , Enric Mayol i Sarroca, Cristina Gómez Seoane, Antoni Olivé Ramon, Ernest Teniente López, Dec 31, 2004, Computers, 202 pages. .

Usare UML. Ingegneria del software con oggetti e componenti , Perdita Stevens, Rob Pooley, 2008, Computers, 246 pages. .

JSP and SERVLETS A Comprehensive Study, MAHESH P. MATHA, May 21, 2013, Computers, 472 pages. JavaServer Pages (JSP) and Servlets are nowadays being extensively used to develop web application software. This book provides a comprehensive coverage of the fundamental and

Diseño de sistemas software en UML , Ernest Teniente López, Antoni Olivé Ramon, Enric Mayol Sarroca, Cristina Gómez Seoane, Dec 31, 2004, Computers, 216 pages. .

Object-Oriented Analysis and Design , Sarnath Ramnath, Brahma Dathan, Dec 6, 2010, Computers, 450 pages. Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools

PATTERN-ORIENTED SOFTWARE ARCHITECTURE: A PATTERN LANGUAGE FOR ..., Volume 4 , Fran Buschmann, Kelvin Henney, Douglas C Schmidt, Jun 6, 2007, , 636 pages. Pattern-Oriented Software Architecture (POSA) Volume 4 furnishes significant information about a pattern language for distributed computing. The book walks you through the best

Object-oriented Modeling and Design , James Rumbaugh, 1991, Computers, 500 pages. This text applies object-oriented techniques to the entire software development cycle..

UML by Example , Ghinwa Jalloul, Jan 19, 2004, Computers, 249 pages. Seven case studies, documented in UML, derived from small software projects delivered to real users..

UML Pocket , Enrico Amedeo, 2007, Computers, 197 pages. .

Object - Oriented Modeling And Design With Uml, 2/E , Blaha, Sep 1, 2007, , 504 pages. .

Software Modeling and Design , Gooma, , , . .

A modern computer program, such as the one that controls a rocket's journey to moon, is like a medieval cathedral—vast, complex, layered with circuits and mazes. To write such a program, which probably runs into a hundred thousand lines or more, knowledge of an object-oriented language like Java or C++ is not enough. Unified Modelling Language (UML), elaborated in detail in this book, is a methodology that assists in the design of software systems.

The first task in the making of a software product is to gather requirements from the client. This well-organized and clearly presented text develops a formal method to write down these requirements as Use Cases in UML. Besides, it also develops the concepts of static and dynamic modelling and the Unified Process that suggests incremental and iterative development of software, taking client feedback at every step. The concept of Design Patterns which provide solutions to problems that occur repeatedly during software development is discussed in detail in the concluding chapters. Two appendices provide solutions to two real-life problems.

abstract class Activity Diagram Administrator advertisement architecture association attributes builder pattern Call History caller's class diagram Clicks Command pattern communication diagrams component contact entry Counsellor Delete option depicting design patterns displays a message Displays Contact list Displays list displays the main Displays user's example executed extends facade pattern Flyweight pattern Handle login failure id and password implementation interests User interface iteration Java Code login id Main success scenario Memento pattern message Displays Messages options method missed call operation option Displays option Selects Outgoing Call Log output package Post-condition Pre-condition Primary actor println public class public void registered request Selects the menu sends a message sequence diagram server shown in Figure singleton pattern Stakeholder and interests Strategy pattern Student subclasses substate subsystems System displays Contact transition unified process Update User logs User selects User Stakeholder user's home Visitor pattern Wants workflow

MAHESH P. MATHA is Assistant Professor, Department of Computer Science (Post-Graduate section), Parvatibai Chowgule College of Arts and Science, Gogol, Margao-Goa 403602. Earlier, he was a faculty member in one of the affiliated colleges of Goa University. Mr. Matha has taught at both undergraduate and postgraduate levels.

Designed as a text for students of computer science and engineering (B.Tech/M.Tech), information technology, and MCA, this well-organised text develops a methodology—Unified Modelling Language (UML) - to write down the requirements of clients to design software systems. The text provides real-life problems along with their solutions, Case Studies and review questions - all of which make the book very student friendly.

Description: New in new dust jacket. Actual Item is a Brand New... New in new dust jacket. Actual Item is a Brand New International Edition! ISBN/Image shown used for reference only. The book will have a different ISBN/Cover but with same contents as the US edition. We ship 5-8 business days shipping! ACCESS CODES/DVD OR ANY SUPPLEMENTAL ITEMS MAY NOT BE INCLUDED!

Copyright in bibliographic data and cover images is held by Nielsen Book Services Limited, Baker & Taylor, Inc., or by their respective licensors, or by the publishers, or by their respective licensors. For personal use only. All rights reserved. All rights in images of books or other publications are reserved by the original copyright holders.

It is intended for students who have done a course in Object-Oriented Programming, know an Object-Oriented language like C++ or Java and would like to study Object-Oriented Analysis and Design using UML. It would also be useful to professional programmers in the IT industry who want to refine their programming skills by using Design Patterns and want to move up the corporate ladder to become Analysts, Designers, Team Leaders and Solution Architects.

Chapter 5 discusses the Activity diagrams and behavioural modelling using State diagrams. In Interaction diagrams, the focus is on a number of objects that collaborate to realize a use case. In behavioural modelling, the focus is on the state of a single object and the manner in which it responds to events.

The meaning of each of the 23 Design Patterns is explained with the help of an example. For every example, the class diagram is drawn and the Java code and the output of the code is given, so that the reader can satisfy himself by executing the Java code corresponding to each Design Pattern on his machine.

<http://edufb.net/7255.pdf>

<http://edufb.net/9176.pdf>

<http://edufb.net/15867.pdf>

<http://edufb.net/2749.pdf>

<http://edufb.net/12745.pdf>

<http://edufb.net/14662.pdf>

<http://edufb.net/6765.pdf>

<http://edufb.net/6475.pdf>

<http://edufb.net/20889.pdf>

<http://edufb.net/11144.pdf>

<http://edufb.net/9662.pdf>

<http://edufb.net/4814.pdf>